SNS-F6-USA

INSTRUCTION BOOKLET

FINAL FANTASY III

SQUARESOFT®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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SQUARESOFT®

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Beings of pure magic once ruled the world with power and command. But power rarely leads to contentment... A dispute amongst these beings turned into an all-out war. Beasts of doom, known as Espers, were created and unleashed to do the bidding of their masters. This "War of the Magi" reduced the world to smoldering rubble. When it ended, the Espers were gone, as were most of the citizens of the world.

Beasts of doom, known as Espers, were created and unleashed to do the bidding of their masters

Many centuries have passed since the war. Civilizations have been rebuilt with iron, machines and technology. For years the Espers have existed only in ancient legends. Now, an Esper has been discovered and the forces of magic are beginning to return. The risk of another, more devastating war is growing. The future

Controls

There are two main types of actions that you'll experience in playing Final Fantasy III: fighting and traveling. The methods of control are different for each activity. Here's a basic rundown:

Super NES Controller

Control Pad — *Use the Control Pad to move your party across the field, to move the cursor on menu screens and to steer Chocobos and Airships.*

Start Button — *The main function of the Start Button is to pause the action in battle scenes. Press the Start Button for a breather while you're fighting. You can also use it to turn the field map on and off while traveling and to complete the name-entering process.*

Select Button — *Press the Select Button in menu screens with long lists to scroll the length of an entire screen.*

L/R Button — *In fighting scenes, you can press the L Button or the R Button to make a spell affect all of your enemies. You can also attempt to run from a fight by pressing and holding both buttons.*

X Button — *Use the X Button to go to the subscreen while you're in the field or in towns. The X Button also allows you to go to the action inside the flying Airship and to skip party members in battles.*

Y Button — *In multi-party battles, you can switch from one party to the next by pressing the Y Button. You can also use it to show the Magic Points needed for spells in the spell list.*

A Button — *The A Button is the main action button. With it, you can talk to villagers, open treasure chests and push switches. You can also use the A Button to confirm choices in all menus and the subscreen. Move the cursor to the appropriate space with the Control Pad, then press the A Button to make the selection. In vehicle driving scenes, the A Button allows you to make the Chocobo or Airship move forward.*

B Button — *In most cases, the B Button cancels the last choice you mde. It also lets you climb off Chocobos and the Airship.*

Special Controls — Name Input

When a new character is introduced into the game, you can keep the pre-set name by pressing the Start Button, or change the name to something else.

A Button — *Use the A Button to confirm each letter and move on to the next space.*

B Button — *You can erase a letter in the name and move back one space with a tap of the B Button.*

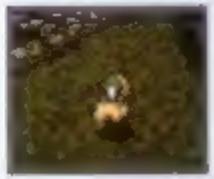
Control Pad — *Move the cursor through the alphabet with the Control Pad.*

Start Button — *Press the Start Button when you have arrived at a name to your liking.*

You can stay with the name that appears automatically or change the name. The name must be made of six or fewer letters.

Special Controls — Vehicles

When you're riding Chocobos or Airships, enemies in the field cannot attack. Both types of vehicles are controlled in similar ways.



Chocobos

The Chocobo is an ostrich-like bird that travels on the ground. When you dismount, it will run back to its stable.

- *Press Up to move forward.*
- *Press Left and Right to turn.*
- A — *Press A to move forward.*
- B — *Press B to dismount.*

Airships

When you secure the Airship, you'll be able to explore the world quickly and freely.

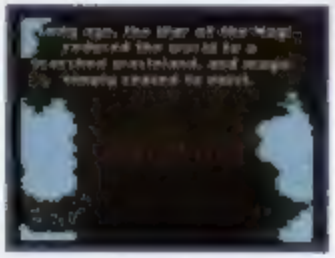
- *Press Up or Down to adjust height.*
- *Press Left and Right to turn.*
- A — *Press A to move forward.*
- B — *Press B to leave the Airship.*
- X — *Press X to switch your view to the inside.*
- Y — *Press Y to turn the Airship when it's not moving.*
- L / R — *Use these to make high-speed turns.*

Getting Started

The game pak's built-in battery holds as many as three saved game files. If there are saved files, you'll have the choice to continue a quest or start a new game.

Beginning Anew

If there are no saved files, the game will begin with the introductory story, without showing the saved file screen. Shortly after you begin, you'll arrive at a place where you can save the game to a new file.



Continuing a Quest

If the battery is keeping one or more saved files, you will have the option at the beginning of the game to choose a file and continue a quest. Move the cursor to the desired file and press the A Button.

New Game

You can start a new game even if the battery is keeping saved files. Move the cursor to the New Game option on the saved file screen and press the A Button. The game will start from the beginning.

Saving Progress

When you save the progress of your adventure, you can replace an old file or choose an empty file. The Save option is on the subscreen. If the option is highlighted, you can save the game by moving the cursor to the word "Save" and pressing the A Button.

Safe to Save

You can save your progress at any time in the field or at specific "Save Points." If the Save option is available, the word "Save" will be highlighted on the subscreen.

Subscreen

The subscreen gives you access to important information about your party and allows you to make decisions relating to the party and the game in general. Press the X Button to enter the subscreen.

Your Party

In this section of the subscreen, you can examine the members of your party and take a look at their current status.

Play Time

This entry keeps tabs on time invested in playing up to your current position.

Commands

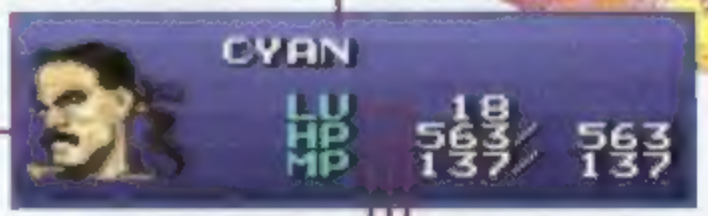
Items ..... See Page 16
Skills ..... See Page 18
Equip ..... See Page 20
Relics ..... See Page 22
Status ..... See Page 24
Config ..... See Page 26
Save ..... See Page 11

Steps / Gold

Here you can see how many steps your party has taken and examine your wealth.

Name

The name of the character is shown here. If you've changed the name, the new name will be displayed.



Character Close-Up

This depiction of the character's face is a good representation of what the character looks like.

Level

As your character gains experience, his or her experience level increases as shown here.

Hit Points

This entry shows the Hit Points that remain for the character and the Hit Point maximum.

Magic Points

Current Magic Points and current Magic Point maximums are shown here.

Order in the Ranks

The members of your party can be positioned in any order you wish. Only the character in the lead will be shown as the party marches through the field.

Press Left on the Control Pad. The pictures of the party members will shift to the right and the cursor will appear on the left.

Move the cursor so that it points to one of the characters you would like to move, then press the A Button.

Move the cursor so that it points to the other character involved in the switch, then press the A Button again.

Front / Back

The members of your adventuring party can storm up to the front of every battle or they can stay back and take a more defensive position. This posturing dictates the amount of damage they will take and inflict.

Move the cursor so that it points to one of your fighters, press the A Button twice.

The fighter in question will change from the front to the back or from the back to the front.

A position on the front lines of the battle means a fighter will inflict as much damage as possible on the enemies.

By stepping to the back, fighters can be more defensive, taking and inflicting about half as much damage.

Item Screen

Special items can be used to recover Hit and Magic Points, and to cure your characters from various states. Items, unequipped Weapons and Relics are shown on the Item screen.

Item Commands

The Item commands allow you to use Items, change the order of the list and display those Items in the list which are very rare.

Press the B Button to make the cursor go from the Item list to the Item commands.

Choose a command and press the A Button to enact that command.

Using Items

All of the Items which are highlighted at any one time can be used. Choose an Item, then select the character who will use that Item.

Move the cursor so that it points to the desired Item, then press A.

Select the character who will use the Item, then press A again.

Weapons, Armor and Relics

Unequipped Weapons, Armor and Relics appear on the Item list. You can examine their properties from the list.

Move the cursor so that it points to a Weapon, type of Armor or Relic.

Push A twice, then Left to list the properties of the Item.

Arrange

The Arrange option organizes the Items in your list into groups of Items of similar types.

Skills

Special skills of your party members are accessible from the subscreen. Individual skills are also included as battle options.

Once you've switched to the Skills option, select a character and press the A Button.

You'll have the option to look at highlighted Magic powers, Espers and any other Skills.

Espers

Mysterious beings known as Espers give Magic powers to fighters in your party when they are equipped by the fighters.

Equip a character with an Esper and accumulate Magic Points.

When enough Magic Points have been earned, the fighter equipped with the Esper learns the Esper's spells.

Magic

Some characters automatically learn the use of Magic Spells. Others must be equipped with Espers in order to learn Spells.

Choose a Spell from the list and press the A Button.

Your target will vary depending on the nature of the Spell.

SwdTech
See Page 62

This special ability is unique to the character Cyan. He will learn up to eight powerful sword techniques over the course of the adventure.

Blitz
See Page 60

The Blitz technique is used by Sabin. After you choose to Blitz, you must press a series of buttons in order to enact one of up to eight techniques.

Lore
See Page 70

The character Strago is capable of learning up to 24 different Spells from enemy characters. In order to learn a Spell he must survive its power once.

Rage
See Page 64

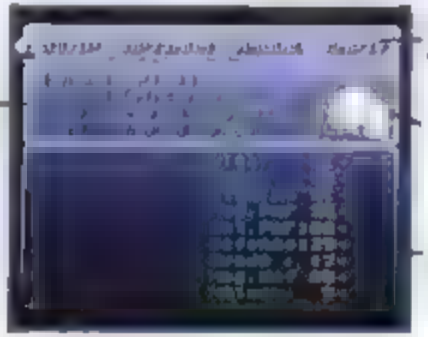
Gau is a resident of the Veldt who can learn the fighting techniques of other Veldt characters.

Dance
See Page 56

The character Mog can quickly learn powerful, magical dances in each of the eight areas of the World.

Equipping Fighters

A fighter can hold equipment in each hand and wear Armor on his or her head and body. Equipping fighters increases their offensive and defensive power.



Equip *The Equip command puts equipment on the selected fighter. Different pieces of equipment affect the fighter's powers in different ways.*

Select the hand, head or body to be equipped and press A

Yellow numbers indicate added strength. Gray numbers indicate less strength.

Optimum *The useful Optimum command equips the fighter in question with the available items that can add to that fighter's powers in the best possible way.*

Choose the Optimum command and press the A Button

The fighter will wear all of the best available equipment

Rmove *By using the Rmove command, you can take away a particular piece of equipment from the selected fighter.*

Empty *Use the Empty command on a fighter to remove all of that fighter's current equipment. Then re-equip the fighter anew.*

Survey the Troops

With a quick command, you can call up a list of all the equipment your fighters are currently using.

Press Left when the cursor is flashing on the word "Equip." This will make the cursor point to all fighters.

Press the A Button. A list of the fighters and their currently equipped items will appear.

Relics

Relics are items that, when equipped, give fighters special abilities. Each fighter can be equipped with up to two Relics at once

Select a Relic and press A. The Thief's Glove in this example allows a fighter to carry a Weapon in each hand

The Relic will work its magic and impart a special ability on the fighter

Powers Change

Some Relics are best suited for particular characters, changing that character's special powers. The Thief's Glove, for example, makes Locke's stealing capability more powerful

Strength in Relics

As is the case with Weapons and Armor, some Relics change a fighter's offensive and defensive strengths. You can see these potential changes before the Relics are officially equipped.

Some Relics add or subtract from a fighter's offensive and defensive strengths

The yellow numbers indicate an increase in power

Relics to Relish

While all Relics have their good points, there are a trio of Relics which are particularly useful. They are:

Sprint Shoes

When any character in your party is equipped with this fast footwear, you'll move with twice as much speed in in all areas except the overworld.

Wall Ring

The incredible Wall Ring Relic makes enemy Spells bounce off of the equipped fighter and shoot back at the enemy.

Black Belt

The magic of the martial arts makes a fighter who is equipped with the Black Belt randomly counterattack when hit.

Status Screen

The Status screen clues you in on the experience, power and abilities of the members of your party. You can access the information from the subscreen.

Character Name

A fighter's level of experience and his or her Armor and Weapons contribute to offensive and defensive powers. The Status screen allows you to analyze those factors. By looking at the Status screen, you can determine the strengths and weaknesses of the fighter in question.

1 Experience — The Experience level of your fighter directly affects his or her maximum Hit Points, Magic Points and offensive and defensive powers.

2 Next Level — This entry lets you know the number of points your fighter needs to reach the next level.

3 Vigor — A fighter's Vigor relates to his or her general strengths and abilities to take and inflict damage.

4 Speed — If your fighter has a high Speed rating, his or her Power Meter will rise quickly after each attack in preparation for the next attack.

5 Stamina — If your fighter has a high Stamina level he or she will gain more Hit Points with the next rise in Experience Level.

6 Mag. Power — Magic Power indicates the offensive strength of your fighter's Magic abilities. It should be low for fighters that don't use Magic.

7 Bat. Power — Battle Power relates to your fighter's total attacking power. If it's high, he or she will be a powerhouse with the Fight command.

8 Defense — The Defense rating shows your fighter's current defensive power, taking into account the Armor that he or she is wearing.

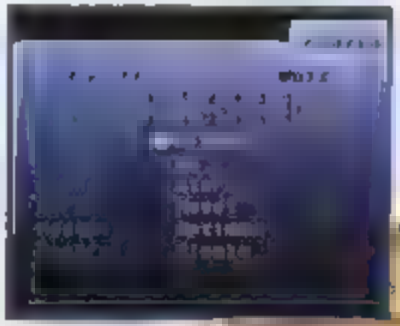
9 Evade — The Evade rating shows the percentage of enemy attacks aimed at the fighter in question which are likely to miss.

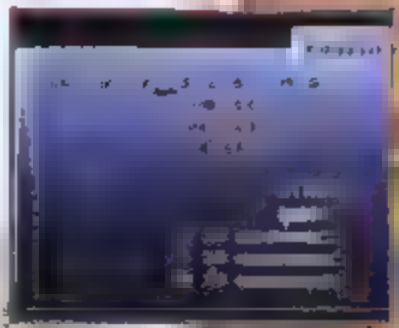
10 Mag. Def. — Magic Defense relates to the power of the fighter's magic abilities to ward off or weaken enemy attacks.

11 M Block — Magic Block is the percentage of enemy Spells directed at your fighter and which are likely to fizzle out before they can cause damage.

Config Screen

Several features relating to the performance of the game can be adjusted in the Config screen. There are two "pages" of adjustable entries.





Control Pad Down

Bat. Mode

The two possible settings for Battle Mode are "Active" and "Wait." These settings relate to the attack methods of your enemies. If the Battle Mode is set on "Active," the enemies will attack whenever they have the power to do so. If the setting is "Wait," the enemies will not attack while you are accessing menus in the middle of a fight.

Active

Active mode allows enemies to attack at will in fighting scenes, whenever they have enough power.

Wait

Wait mode keeps enemies from attacking when you're looking through Item and Magic menus.

Bat. Speed

The Battle Speed determines how quickly battles will be played out.

Msg. Speed

Message Speed makes screen text appear on the screen at various speeds.

Cmd. Set

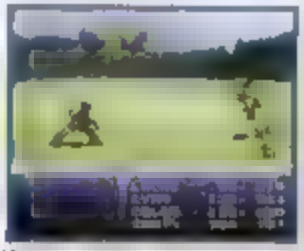
Command set options are "Win- ... These options relate to ... are laid out in fighting ... configuration is ... displaying the com- ... configuration features ... commands ar- ... more compact manner.

The Command Set-up option allows you to choose between the "Window" or "Short" set-ups

In the "Short" set-up the right commands are arranged in a three line format

Gauge *This option allows you to turn off the power bar which shows the progress of your fighter returning to battle strength.*

When the Gauge option is on you can monitor the return to battle strength of each fighter



When the Gauge option is off your current Hit Points and maximum Hit Points are displayed

Sound *The Sound option allows you to switch from stereo to mono output.*

Cursor *With this option, you can make the cursor "remember" its position in a particular situation. This feature is useful if you always use a fighter to attack or defend in a certain way. You can set it up once, then simply press the A Button repeatedly to carry out the action.*

Re-equip *When the Re-equip option is set on Optimum, the game will automatically re-equip your fighter with optimum pieces when you equip power-changing Relics.*

Controller *While Final Fantasy III is generally a single-player game, you can use the Controller option to set the game up for use with two controllers in fighting scenes. The multi-controller feature allows you to assign individual fighters to Controller 1 or Controller 2.*

Mag. Order *The Magic Order option affects the format of the Spells list. The configurations give varying priorities to different types of Spells. While one configuration puts healing Spells at the top of the list, followed by attacking Spells and effect Spells, another configuration reverses the order. There are six configurations in all.*

Window *This option allows you to select one of eight different designs for window backgrounds.*

Color *With the Color option, you can change the entire background, the color of the lettering in the game text ("font") and the borders around the edges of the windows.*

Save *Once you've set all of the configurations to your liking, make sure to use the Save option on the subscreen to secure all of your choices.*

See Page 11

Fighting Screen

When monsters attack, the encounter will take place in the fighting screen. This is where your preparation and battle strategies pay off.

1 *Enemy attackers usually appear on the left side of the screen. If they ambush, they could appear on the right side or surround your party.*

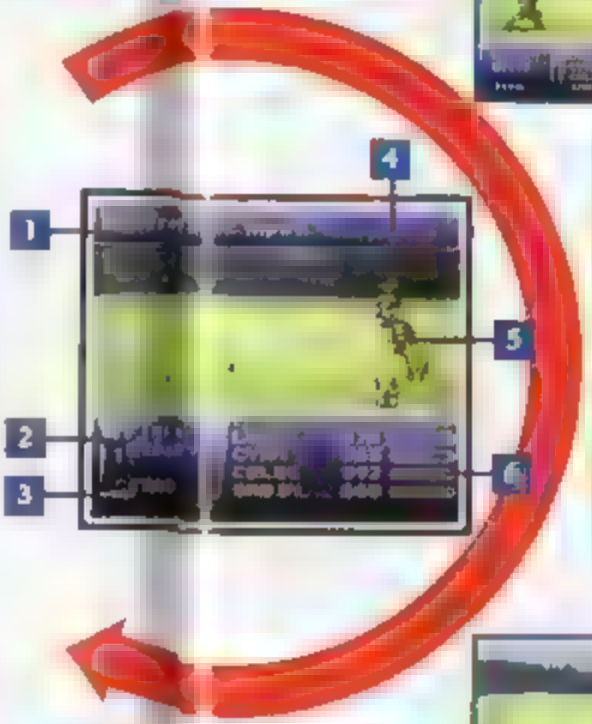
2 *When the members of your party are energized to a point where they can make a battle action, their options appear here.*

3 *Several types of enemies may be attacking at once. The names of the enemy types are listed in the lower-left section of the screen.*

4 *Enemies and members of your party take turns carrying out battle actions. The current action is shown here.*

5 *The members of your party are shown on the right side of the screen, unless they've been ambushed. Their appearance indicates their current state.*

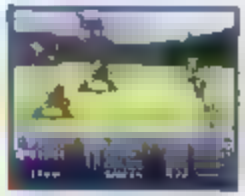
6 *Information relating to the current Hit Points and battle readiness of your party members is shown in the lower-right section of the screen.*



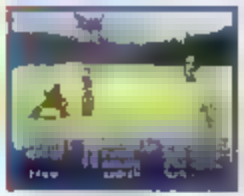
Battle Example

1 When enemies attack, the members of your party are forced to fight them off in a face-to-face battle.

2 When the gauges of your fighters are full, they're ready to rumble. A list of possible commands for each fighter then appears.



3 Every fighter has the option to Fight, use an item or practice a special Skill.



4 When the action for a fighter or an enemy has been decided upon, the fighting begins.

5 If your party manages to defeat all the attacking enemies, the battle will be won.

6 Victory brings Gold, Experience and Magic Points and occasionally a special Item, Weapon or piece of Armor.

Fighting Commands

When a member of your party is powered-up and ready to fight, a list of commands will appear in the lower left section of the fighting screen. It's up to you to decide exactly how your fighter will contribute to the effort.

Fight

A fighter given the command to "Fight" jumps into the middle of the action and hits the chosen target with his or her Weapon.

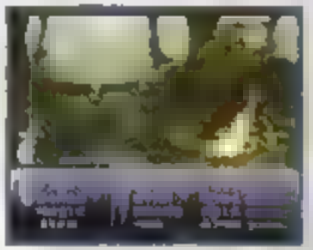
Special Skills

See Page 54-72

Many of the fighters in your party will have special Skills which will help them dispatch enemy attackers. These Skills often cause more damage to the enemies than a standard attack.

Magic

While few of your fighters will have Magic powers at the beginning of the adventure, they will have the opportunity to learn Spells from the Espers. After you've selected Magic as a fighting command, you'll have a list of available Spells to choose from.



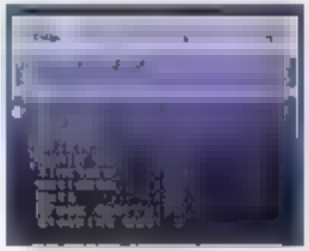
Esper Magic

When chosen, Espers can only attack once in every enemy encounter. Press Up on the Control Pad in the Magic menus to access the equipped Espers.

Items

Most of your special Items will provide Health and Power for the members of your party. When you use Items, you'll be able to target one of the fighters in your party to be the recipient of that Item.

When you're in the Item list, you can manage your Weapons by pressing up on the Control Pad



Items generally add power to your party members or cure them from a bad state. They often prove to be useful in long, tough battles.

Row

By pressing Left on the Control Pad, you can instruct a fighter to step to the back row when it's his or her turn to fight.

Defense

Press right on the Control Pad to command a member of your party to set up a defensive position.

Run

If you're not ready to fight, press and hold the L and R Buttons. The members of your party will attempt to make a run for it. You can continue to fight while your party members try to flee.

Changes in Status

Enemies can trigger a variety of damaging "status changes." If you have access to the right Items or Spells you can correct negative conditions.

Condition	Effect	Display
Float	You can defend against the awesome powers of a Quake spell by casting Float on the members of your party	
Petrify	This strange condition turns your fighters into statues, so that they cannot move or attack. Use Soft to make them return to normal	
Imp	The Imp spell turns the spell recipient into an imp. If you wish to cure the condition, you can use a Green Cherry	
Clear	Clear makes the targeted fighter invisible. Use Remedy to cure this condition	
Poison	Poison causes the members of your party to lose Hit Points during battle and with every step they take. An Antidote will get things right	
Zombie	Fighters in a Zombie state are uncontrollable. A shot of Revivify will bring a Zombie back to his or her normal state	
Dark	Ink-shooting enemies can cover the eyes of their opponents, making them miss on many of their attacks. Eyedrop does the job here.	

Wounded	If a member of your party has lost all of his or her Hit Points he or she is "wounded." Fenix Down will cure [illegible]	
Psyche	Some enemies can cause your fighters to nod off. The only action that will wake them up is a direct attack	
Muddled	Muddled fighters attack monsters and members of their own party. A Remedy is a useful counter to this condition	
Mute	A Mute condition silences the Magic powers of your party members. Echo Screen will give them a voice again	
Condemned	Condemned party members will lose all of their Hit Points if the countdown above them reaches zero	
Berserk	This condition makes fighters go wildly out of control. Use Dispel to bring them back to normal	
Slow	Fighters that have been targeted by a Slow spell will be slow to return to battle readiness after they make a move	
Stop	If your fighters have been hit by Stop, time is standing still for them. Use Dispel to get the clock ticking again	
Regen	You can use Regen on the members of your party to make them regain Hit Points at regular intervals during a fight	

Village Locations

There are several villages in the world of Final Fantasy III. In addition to gathering important information from the villagers on the streets and in houses, you can revitalize the members of your party at Inns and purchase items in shops.

Inns

If the members of your party are suffering from a negative change in Status or if their Hit Points or Magic Points are low, you can power them up for a small fee at an Inn.

Weapon Shops

Weapon shops offer a variety of powerful items that will add to the performance of your fighters in the field. If you're low on cash you can sell old Weapons for half their purchase price.

While you're shopping for Weapons and Armor, you'll notice a line-up of fighters at the bottom of the screen. Each fighter will raise his or her arms if he or she can be equipped with a particular item.

Armor Shops

If you're in the market for protective gear, an Armor Shop is the place to be. Look through the list of items available and purchase the items which will be of the greatest benefit to your party.

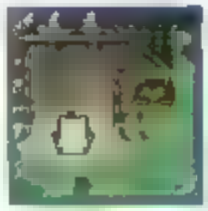
Item Shops

Items are generally used to replenish Hit Points and to cure fighters from changes in Status. Stock up with as many items as you can afford before you venture into the unknown.

Relic Shops

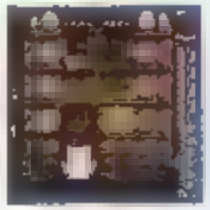
Every fighter in your party can equip up to two Relics. Buy as many different types of Relics as you can afford and use them wisely.

Chocobo Stables



Chocobos are available in a few villages and remote forest locations. For a fee, you can hop onto a Chocobo and ride across the fields, free of enemy intervention.

Cafes



While you're in town, make sure you visit these establishments to catch up on current events.

Items

You can hold up to 99 of each type of Item. They can be found in Item Shops and Treasure Chests. You can also earn some Items by defeating enemies.

Item	Effect	Cost
Green Cherry	This Item reverses the effect of an Imp spell, changing an Imp fighter back to normal	150
Tincture	The Magic user drinks a Tincture and they will recover 50 Magic Points toward his or her current maximum	1500
X-Ether	This powerful potion recovers all of the targeted fighter's Magic Points	No cost
Ether	A standard Ether potion will recover 150 Magic Points for the targeted Magic user	No cost
X-Potion	If you find an X Potion in battle you can use it to fully recover the Hit Points of a fighter in your party	No cost
Elixir	This power packed Elixir recovers Hit Points and Magic Points fully for the targeted party member	No cost
Soft	If your party members have been petrified, you can bring them back to normal with this Item	200
Smoke Bomb	You can use a smoke screen in a battle with this explosive device and escape unharmed	300
Super Ball	Toss this bouncing sphere at attacking enemies and set them up for big damage	1000
Revivify	If a member of your party has fallen under the power of the Zombie spell, you can use Revivify to counter the effects	300
Warp Stone	Use a Warp Stone to escape quickly from an enemy confrontation or an underground maze	700
Tent	By pitching a tent at a save point out in the field you can recover your entire party's Hit Points and Magic Points	1200

Item	Effect	Cost
Antidote	If a fighter in your party is poisoned, you can counteract the poison with an Antidote	50
Sleeping Bag	A Sleeping Bag recovers all of the Hit Points and Magic Points for one member of your party	500
Potion	A Potion recovers 250 Hit Points for the targeted fighter	300
Remedy	This cure-all recovers a fighter from any negative status change with the exception of the Zombie spell	1000
Fenix Down	A wounded fighter will be brought back to life and recovery will be at one-half of their normal Hit Points	500
Dried Meat	This food item gives the receiving party member a recovery of 150 Hit Points	150
Tonic	If a member of your party sips a Tonic he or she will recover 50 Hit Points	50
Magicite	The mysterious Magicite calls up a randomly selected Esper for a quick blast of magic	No cost
Eyedrop	Use an Eyedrop to take away the mask of ink worn by a fighter who has been stricken with Dark	50
Echo Screen	When a Muted fighter shows with the Echo Screen, he or she is able to use Magic once again	120
Megalixir	A Megalixir instantly recovers all Hit Points and Magic Points for your party	No cost
Rename Card	This valuable item allows you to rename the characters who have joined you in your journey	No cost
Shadow Edge	Use the Shadow Edge to spread shadows over across the battle field	400
Fire Skean	Your enemies will fear the heat of a fire attack when you use this item	500
Inviz Edge	The fighter who throws this item will be invisible to attacking enemies	200

Item	Effect	Cost
Water Skean	Toss this item into the fray for a powerful water attack	150
Thunder Edge	When a fighter throws this item, you'll have help from a lightning and thunder blast	500

Relics

Relics can be equipped by members of your party two at a time. They impart a variety of different abilities.

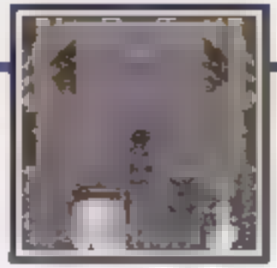
Item	Effect	Cost
Amulet	When a member of your party wears an Amulet, he or she is protected from Poison, Dark and Zombie	5000
Back Guard	This item protects your party from Back Attacks and Pincer Attacks	7000
Rage Ring	Wearing the Rage Ring will give more power to Umaro's Rage attack	No Cost
Earrings	Earrings allow Magic users to cause extra damage with offensive spells. They're more powerful when paired	5000
Running Shoes	When a fighter wears Running Shoes, he or she has the power of the Haste spell	7000
Offering	The mighty Offering relic gives extra power to the bearer's Fight command	No Cost
Marvel Shoes	Wear the Marvel Shoes and marvel at their unpredictable effects	No Cost
Gauntlet	While holding the Gauntlet, a fighter can hold one Weapon with two hands, causing more damage per swing.	No Cost
Atlas Armlet	A member of your party can cause additional damage while fighting if he or she is wearing this powerful item	5000

Item	Effect	Cost
Gold Hairpin	A Magic user wearing a Gold Hairpin can cut in half the Magic Power needed for each spell	No Cost
Goggles	Fighters wearing Goggles can protect against the damages of a Dark spell	500
Crystal Orb	The Crystal Orb increases maximum Magic Points by half against their previous amount	No Cost
Merit Award	The Merit Award allows the bearer to wear heavy Armor	No Cost
Exp. Egg	The amazing Exp. Egg doubles the Experience Points the wearer receives	No Cost
Genji Glove	Fighters looking for a two-fisted attack can wear the Genji Glove and carry two swords at once	No Cost
Blizzard Orb	If Umaro is looking to cool down his enemies, they will experience the chilling effects of the Blizzard Orb	No Cost
Jewel Ring	Wearing the Jewel Ring will protect the bearer from Dark and Petrify spells	1000
Sniper Sight	An accuracy is the name of the game with this Relic. It ensures a 100 percent hit rate with the Fight command	3000
Economizer	Magic users will be able to do a lot of good with this item. It cuts spell costs to one Magic Point each	No Cost
Safety Bit	Wearing this item will protect the bearer from magic attacks which would have inflicted mortal damage	No Cost
Gem Box	This Relic adds power to all Magic Spells cast by the bearer	No Cost
Zephyr Cape	The Zephyr Cape allows a member of your party to dodge attacks with more success	7000
Charm Bangle	When the leader of the party is wearing the Charm Bangle, few enemies will attack from the field	No Cost
Tintinabar	The Tintinabar has the opposite effect of Poison. The bearer recovers Hit Points with every step	No Cost

Item	Effect	Cost
Sprint Shoes	When anyone in your party wears Sprint Shoes, your party will walk twice as fast as before	1500
Fake Mustache	A fighter with a Sketch command can change it to Control while wearing the Fake Stache	No cost
Cherub Down	A fighter who bears the Cherub Down has the power to cast a Float spell	6300
Cure Ring	When a member of your party wears the Cure Ring, he or she can cast a Regen spell	No cost
Sneak Ring	When Locke wears this ring, he has a higher success rate while using his ability to Steal	3000
Thief Glove	The Thief Glove changes Locke's Steal command to Capture	No cost
True Knight	This item offers protection to members of your party who are low on Hit Points	4000
Cursed Ring	The Cursed Ring, being true to its name, is cursed	No cost
Hyper Wrist	When a fighter wears the Hyper Wrist, his or her Vigor is raised	8000
Gale Hairpin	When a member of your party wears the Gale Hairpin, your chances of making preemptive attacks are greater	8000
Barrier Ring	The Barrier Ring casts a Shell spell when the wearer is low on Hit Points	500
Dragon Horn	If a fighter is equipped with the Dragon Horn, he or she will jump at every opportunity	No cost
Fairy Ring	The bearer of the Fairy Ring has protection from Poison and Dark spells	7000
Relic Ring	This powerful Relic has mysterious effects on wounded fighters	No cost
Black Belt	This martial arts powerhouse makes the bearer fight back automatically when hit	5000

Item	Effect	Cost
Hero Ring	The wearer of the Hero Ring is given increased power for Fight and Magic commands	No Cost
Czarina Ring	The wearer of the Czarina Ring casts Safe and Shell spells when his or her Hit Points are low	3000
Guard Ring	The power of the Guard Ring causes the bearer to cast a Safe spell when his or her Hit Points are low	5000
Coin Toss	The Coin Toss relic changes Setzer's Slot command to GP Rain	No Cost
Star Pendant	When a member of your party is equipped with the Star Pendant, he or she is protected from Poison	500
White Cape	This cloth shield protects the wearer from the power of Imp and Mute spells	5000
Muscle Belt	The bearer of the Muscle Belt can add 50% to the total of his or her maximum Hit Points	No Cost
Pod Bracelet	While wearing this accessory, a member of your party can cast Safe and Shell spells	No Cost
Beads	Beads give the wearer a better chance of avoiding enemy attacks	4000
Mithril Glove	The Mithril Glove casts a Safe spell when its bearer is low on Hit Points	700
Marvel Shoes	The mysterious Marvel Shoes have unpredictable powers	No cost
Moogle Charm	If the leader of your party wears the Moogle Charm, your party will be protected from random attacks	No cost
Peace Ring	The bearer of the Peace Ring is protected from Berserk and Muddle spells	3000
Ribbon	The Ribbon protects the wearer from all status changing ailments	No Cost
Dragoon Boots	These lofty boots change the Fight command into a Jump command	9000

Espers



The magic force of the Espers can be learned by fighters who are equipped with Espers while they earn Magic Points. When a fighter learns 100 percent of an Esper's spell, he or she can use the spell.

Equipping Espers

Each fighter in your party can use one Esper at a time. Select the Esper command from the Skills heading for a particular fighter and move the cursor to an Esper that is highlighted, then press the A button to equip that Esper.

Select from the list an Esper which is not already being worn by a member of your party, then press A.

While you wear the Esper, Magic Points you earn will go toward learning the Esper's spells.

Bonus Points

As your fighters increase their Experience Levels, some Espers will reward them with extra powers.

Espers and Their Spells

Listed below are the Espers and their spells. The numbers next to the spells are the learning rates. These numbers are multiplied by earned Magic Points. When the results reach 100, the spells are learned.

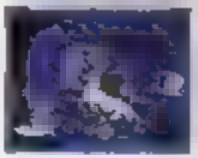
The Esper's Name

Each Esper has as many as five Spells to pass on to the equipped adventurer.

Kirin

Cure	x 5
Cure 2	x 1
Regen	x 3
Antidot	x 4
Scan	x 5

Unicorn

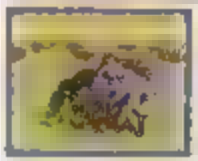


Cure 2	x 4
Remedy	x 3
Dispel	x 2
Safe	x 1
Shell	x 1

Sraphim

Life	x 5
Cure 2	x 8
Cure	x 20
Regen	x 10
Remedy	x 4

Starlet



Cure	x 25
Cure 2	x 16
Cure 3	x
Regen	x 20
Remedy	x 20

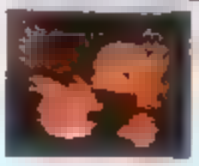
Phoenix

Life	x10
Life 2	x 2
Life 3	x 1
Cure 3	x 2
Fire 3	x 3

Palidor

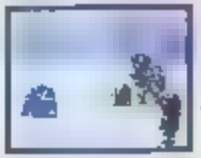
Haste	x 20
Slow	x 20
Haste 2	x 2
Slow 2	x 2
Float	x 5

Ifrit



Fire	x10
Fire 2	x 5
Drain	x 1

Shiva



Ice x10
Ice 2 ..... x 5
Rasp ..... x 4
Osmose ... x 4
Cure ..... x 3

Madun

Fire 2 ..... x 3
Ice 2 ..... x 3
Bolt 2 ..... x 3

Bismark

Fire ..... x 20
Ice ..... x 20
Bolt ..... x 20
[illegible] ..... x 2

Ramuh

Bolt x10
Bolt 2 ..... x 2
Poison ..... x 5

Shoat

Sto x8
Break x5
Doom x2

Odin

Meteor ... x 1

Raiden

Quick ..... x 1

Crusader

Meteor ..... x 1
Meteor x10

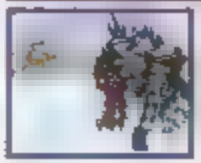
Bahamut

Flare ..... x 2

Tritoch

Fire 3 ..... x 1
Ice 3 ..... x 1
Bolt 3 ..... x 1

Alexandr



Pearl ..... x 2
Shell x10
Safe x10
Dispel x10
Remedy ... x15

Ragnarok

Ultima ..... x 1

Terrato

Quake ..... x 3
Quarte ..... x 1
[illegible] Wand ... x

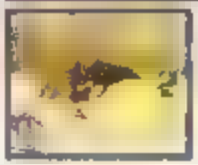
Carbunkl

Reflect x
Haste ..... x 3
Shell ..... x 2
Safe ..... x 2
Warp ..... x 2

Phantom

Berk ..... x 3
Vanish ..... x 3
Demi ..... x 5

ZoneSeek



Rasp ..... x 20
Osmose ... x 5
Shell ..... x 5

Golem

Safe ..... x 5
Stop ..... x 5
Cure 2 ..... x 5

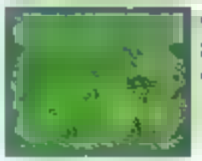
Stray

Muddle ..... x 7
Imp ..... x 5
Boar ..... x 2

Fenrir

Warp ..... x 10
X-Zone ..... x 5
Stop ..... x 3

Siren



Sleep x10
Mute ..... x 8
Slow ..... x 7
Fire ..... x 6

Magic Spells

Some warriors who join up with your party will be born Magic users, but the bulk of the fighters will have to learn Magic from the Espers.

Spell Collection -

Every Esper offers a series of Spells for the wearer to learn. Some Spells are offered by more than one Esper. When a fighter learns 100 percent of a particular Spell, he or she can use it.

Different Espers, Different Speeds

Some Spells are offered by more than one Esper, but the learning speeds vary. Compare the learning speeds so you can learn each spell as quickly as possible.

Magic, Armor, Weapons and Items

Some items other than Espers allow adventurers to learn spells. Try experimenting by equipping with a variety of Armor and Weapons.

Recovery Magic

A single Cure spell can recover as much as 270 Hit Points. The casting cost is five Magic Points.

Cure 2 is capable of reviving a fighter with three times as many Hit Points as the first Cure spell.

This Hit Point recovery spell is seven times as powerful as the original Cure spell.

This spell has basically the same effect as the Down-Be-Gone, bringing wounded fighters back to fighting strength.

This deluxe spell revives a fighter from any ailment status and replenishes all of his or her Hit Points.

Life 3 has the same magical effect as the original Life spell. It revives the fighter when Hit Points are depleted.

For an affordable casting cost of three Magic Points, this spell cures fighters from Poison.

The Remedy spell has the same effect as the Remedy item, recovery from all status changes except Zombie.

The Regen spell revives Hit Points at regular time intervals for several seconds after being cast.

Offensive Magic

Enemies will be on the receiving end of a blast of heat and flame when this spell is cast in their direction.

This blazing spell offers three times the blast of the first Fire spell for a cost of 20 Magic Points.

Fire 3 is the strongest Fire spell at six times the power of the original. The cost is 57 Magic Points.

Lightning strikes attacking enemies when the members of your party have the power to cast Bolt.

The second incarnation of Bolt Magic has three times the power of the first Bolt spell.

This lightning spree is six times as powerful as the original. The casting cost is 53 Magic Points.

This freezing spell is especially powerful against snakes, frogs and other slimy creatures.

Ice 2 has three times the power of Ice. The casting cost is 21 Magic Points.

This freezer is six times as powerful as the original for a casting cost of 52 Magic Points.

Offensive Magic

[redacted] By casting Poison on your enemies you can cause gradual damage for a cost of three Magic Points.

[redacted] Drain magic takes Hit Points from the enemy and gives them to the caster until the caster is maxed out.

[redacted] The Bio spell is similar to Poison, causing multiple hits as time goes on, only it is more powerful.

[redacted] The Break spell turns enemies to stone at a cost of 25 Magic Points.

[redacted] The awesome power of Doom will destroy most enemies when it hits.

[redacted] This elemental attack can be cast at a cost of 40 Magic Points.

[redacted] The Flare spell hits several enemies at once for big damage at a cost of 45 Magic Points.

[redacted] At a cost of 33 Magic Points, this spell can cut an enemy's Hit Points in half.

[redacted] The Quartr spell is half as powerful as the Dami spell at a cost of 48 Magic Points.

[redacted] This mysterious spell sends enemies into the X-Zone for a cost of 53 Magic Points.

[redacted] With this spell, the battleground changes to outer space and a meteor hits the enemy target.

[redacted] This super powerful spell hits all attacking creatures at a cost of 80 Magic Points.

[redacted] The ground shakes and hits all ground-bound enemies when this spell is cast.

[redacted] This spell hits the enemy target with a tornado that takes 90 percent of its Hit Points.

[redacted] At a cost of 85 Magic Points, this spell hits the enemy target with a piercing blue attack.

Effect Magic

[redacted] For a casting cost of 3 Magic Points, you can examine the enemy's power and weak points.

[redacted] Your enemy takes more time to gear up for an attack when you cast this spell.

[redacted] This unusual spell takes Magic Points away from the enemy target.

[redacted] When an enemy is hit with Mute, it can't use Magic to retaliate.

[redacted] The Safe spell raises the defensive power of the targeted fighter.

[redacted] Enemies will be knocked unless dus when this spell is cast upon them.

[redacted] For a casting cost of 8 Magic Points, you can confuse the enemies so they hit each other.

[redacted] The Haste spell gives the targeted fighter the ability to ready for attacks more quickly.

[redacted] For a casting cost of 10 Magic Points, you can temporarily freeze your enemies in time.

[redacted] A fighter hit with a Bserk spell will attack before receiving orders to do so.

[redacted] This levitation spell is the perfect defense against Quake.

[redacted] This spell changes the target character from the strange imp beast.

[redacted] The Rflect spell reflects enemy spells at a cost of 22 Magic Points.

[redacted] The Shell spell is a defensive barrier that protects the target character from enemy spells.

[redacted] This spell makes the target character temporarily invisible.

[redacted] Haste 2 speeds up the battle readiness of your entire party.

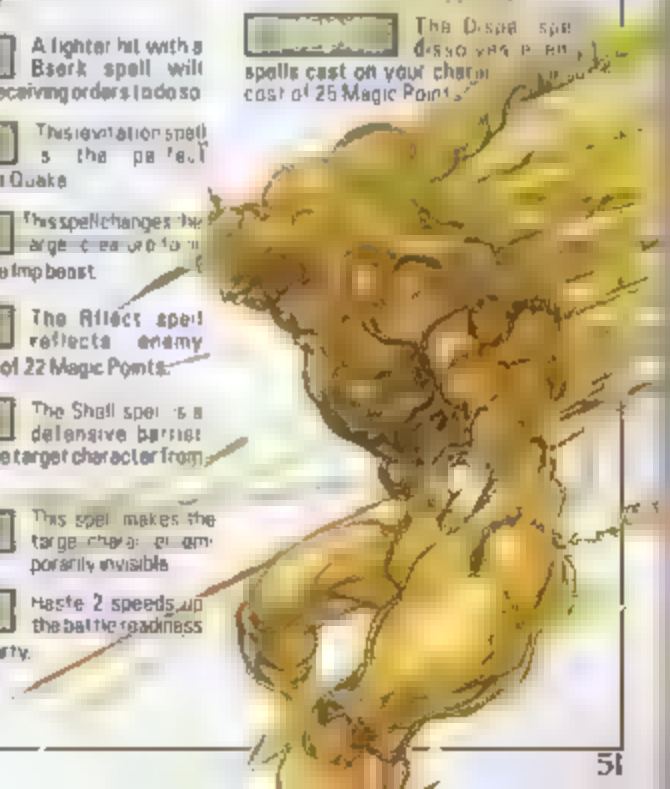
[redacted] This spell succeeds at slowing down the battle readiness of all attacking enemies.

[redacted] You can take away enemy Magic Points with this spell.

[redacted] The Warp spell has the same effect as the Warp Stone, allowing you to escape from fights and caves.

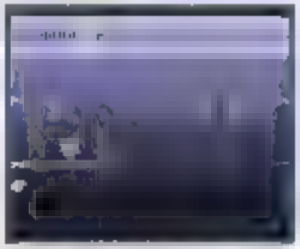
[redacted] This 99 Magic Point spell gives your party the speed advantage over attacking enemies.

[redacted] The Dispel spell dissolves certain spells cast on your character at a cost of 25 Magic Points.

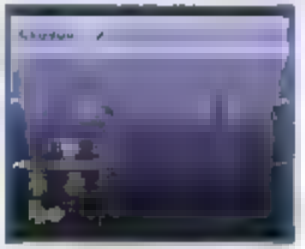


Building Parties

Adventuring parties can include up to four fighters. There are considerably more than four fighters who are willing to join up with you. At certain points, you can make a new party from all of the available fighters.



Single out fighters from the rows in the middle of the screen and move them to the box in the lower left



You can have as many as four adventurers in your party at any one time

Party Planner

There are only a few places where you can regroup your party. One of those places, the Airship, is mobile. If you're looking to change your party, find the Airship or head to Narshe...

Special Events

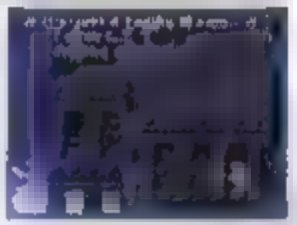
There are a few instances when slightly modified controls or actions will come into play. They are as follows:

Multi-Party Battles

When you're managing more than one party in a battle against another multi-party side, you can switch control from one party to the next by pressing the Y Button

Opera House and Dinner Party

Your verbal responses will play an important role in a pair of social circumstances. In these cases, you'll be given the choice of several things to say (or sing). The results of the interaction will be dependent on your choice of words



Follow the Star

Into a dungeon maze is revealed by the flight of a star. You must move your party in the same pattern as the star in order to get through the maze.

Look for other unusual events throughout the course of the game.

Character Guide

Terra

Terra represents the rebirth of magic. She has abilities the likes of which no one in the world has seen before. The evil

army has tried to harness her magic powers, but the magic of the Espers will see to it that she will escape from the army's control.

Special Skill | Morph

When Terra learns more about herself and her origins, she will gain the ability to morph into a blazing, spirit like creature. She'll have twice as much strength in her morph state as she has in her normal form.

Terra begins the adventure as a normal creature with moderate magic powers.

When she learns to Morph, Terra will have twice her previous strength.

Locke

The great treasure hunter, Locke doesn't mind breaking a few locks in his search for fortune and fame. Nevertheless, he'd rather be called a hero than a

...s strong ...nning make ...ly.

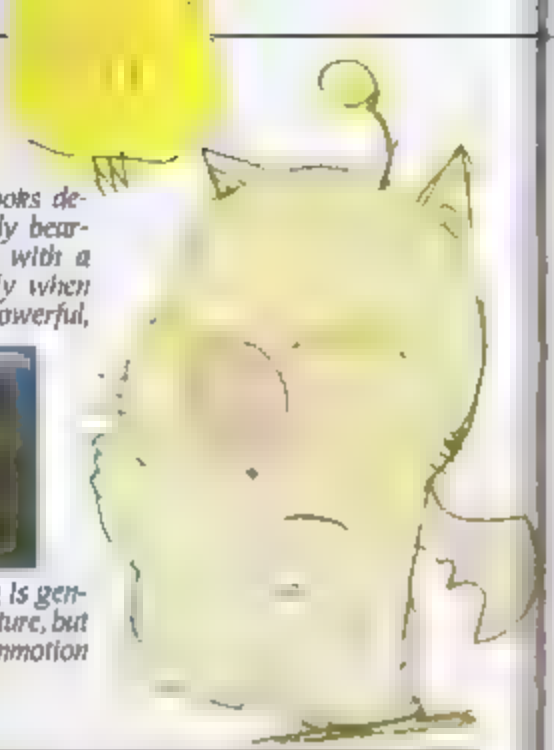
Special Skill | Steal → Powerup Accessory Thief Glove | Capture

Locke can actually take possessions from attacking enemies in the middle of a fight. His Steal skill will come in handy more than once as he lifts valuable items and, sometimes, the clothes from the backs of unsuspecting enemies.

With the Steal command, Locke can remove items from enemies.

The Thief's Glove Relic gives Locke the power packed Capture command.

Mog

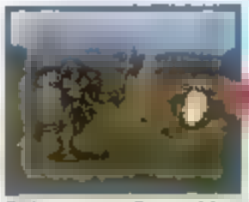


Don't let his cute looks deceive you. The teddy bear-like Mog can fight with a vengeance, especially when he has learned his powerful,

magical dances. Mog is generally a peaceful creature, but he can make a big commotion on the dance floor

Special Dance

Mog can learn a series of dances for each of the eight types of terrain in the world. After he gets one good hit in a fight, he'll learn the dances of the region. Then he'll go into hoofing high gear



Before he can Dance, Mog has to fight and learn the steps

Mog's Dances will send his audience to the floor

Wind Song

In the grass fields of the world, Mog learns the dances of the Wind Song.

Wind Slash	This collection of steps will blow monsters away.
Sun Bath	For in the Sun recovers Hit Points for the whole party.
Plasma	This little jig sends out a bolt of devastating power.
Cockatrice	The power of the Cockatrice dance pierces enemy defenses.

Forest Suite

When Mog fights in the woods, he learns the dances of the forest.

Rage	This strong blast blows leaves into enemy forces.
Wild Bear	By dancing the Wild Bear, Mog recovers the status of the party.
Elf Fire	The Elf Fire steps set the dance floor ablaze.
Wombat	This fierce shuffle breaks through enemy defenses.

Desert Aria

In the desolate desert regions, Mog learns the dances of the sand and wind.

Sand Storm	Enemies will be lost in the flurry of this wild dance.
Wind Slash	This blowing swing is also part of the Wind Song package.
Ampion	The Ampion dance is another powerful blast of wind.
Kitty	This cat dance casts a haste on the party for more speed.

Love Sonata

Mog can learn these steps in rare situations when he fights in a town.

Elf Fire	This fiery dance is also part of the Forest Suite collection.
Snare	The trapping Snare dance causes enemies to fall in a hole.
Specter	This ghostly dance confuses enemies into attacking each other.
Tapir	The magic of the Tapir dance recovers status in all party members.

Earth Blues

The Earth Blues are learned in the mountain regions of the world.

Land Slide	Rocks drop and bowl over enemies as the result of this dance.
Sun Bath	This Hit Point recovering dance is also featured in the Wind Song.
Sonic Boom	This dance produces a boomerang-like weapon.
Whump	The dance of Whump sends an animal attack out on the enemies.

Water Rondo

When Mog goes underwater, he can learn these dances of the deep.

El Nino	These steps of the Water Family send monsters into the underflow.
Specter	As is the case with the Love Sonata, Specter confuses creatures.
Plasma	This bolt-producing dance is also part of the Wind Song dances.
Wild Bear	As is the case in the Forest Suite, this dance recovers status.

Dusk Requiem

Mog learns these dances in caves. You'll see him use these dances first.

Cave In	Rocks fall on enemy attackers when this dance goes into effect.
Elf Fire	A blazing frame is the result of this popular dance.
Snare	A phantom hole appears and sends enemies into the ground.
Poison Frog	The poisonous frog of this dance knocks out enemy Hit Points.

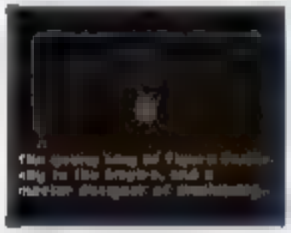
Snowman Jazz

Mog learns the steps of the Snowman Jazz dances in the snow fields.

Snowball	This powerful blast of cold cuts enemy Hit Points in half.
Snare	This hole producing-dance is a popular set of steps.
Surge	The Surge dance is a dance of the Ice Family.
Ice Rabbit	This cold bunny hop recovers Hit Points for the party.

Edgar

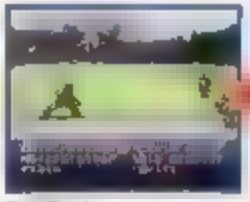
The King of Figaro castle is very handy with machinery and tools, making him a very valuable part of the team. He also fancies himself to be a



ladies' man, but moves in that direction often result in failure

Special Skills — Tools

Edgar's mastery of machinery turns out to be a very useful skill. He can use all eight Tools that are available throughout the adventure. Many of them can defeat an entire party of attacking enemies at once.



The Tools command puts powerful machinery in Edgar's hands

Most of the Tools hit enemies with a very strong blast

Autocrossbow

This arrow firing device will hit a lot of the attacking enemies.

Drill

When Edgar uses the drill he can go right through one enemy's defenses

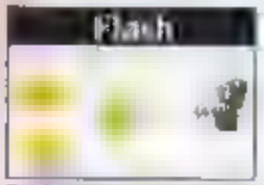
Bio Blast

The Bio Blast sends out a green cloud of gas over all of the enemies

Debilitator

This odd item finds weak points in enemy attackers

Flash



The Flash hits monsters with a brilliant Hit Point reducing light

Chainsaw

This hand held item is capable of destroying an enemy attacker with one slash

Noise Blaster

This big horn sends out a noise that confuses the enemy party

Air Anchor

The Air Anchor is capable of making enemy attackers self destructive

Sabin

Sabin is the brother of King Edgar. After a falling-out with his family, Sabin left for the mountains and learned the martial arts. Sabin's Blitz techniques and strong conviction make him a good member of the team.

Special Skills — Blitz

The Blitz techniques that Sabin learns over the course of the adventure each call for a different button-pressing combination. You can see those combinations using the Skills Menu from the subscreen.

Every Blitz command requires the input of a button-pushing sequence.

A correctly executed Blitz will unleash a powerful attack.

When Sabin Pummels an enemy, he hits it with punching bag precision.

Sabin's Mantra brings Hit Point recovery to the members of his party.

The Aura Bolt sends out a white blast that pierces enemy defenses.

The complicated sequence of the Air Blade results in a wind blown attack on all enemies.

Using this wrestling move Sabin lifts enemies high above the ground and slams them down.

The selfless Spiraler move takes Hit Points away from Sabin and gives them to the party.

The dance of flames spreads fire onto all of the enemy attackers.

This tough technique delivers one big hit to a single enemy.

Cyan

Cyan is a soldier and swordsman of Doma Castle. An enemy attack on the castle has convinced him to join the resistance against the evil army. His sword technique will prove to be very useful.

Special Skills | **SwdTech**

The master of the sword can lash out at enemies with a series of brilliant strikes. There are eight different techniques in all. The advanced techniques require more preparation time than the others.

Cyan must build up a certain amount of power for each technique.

When Cyan slashes, his enemies take notice.

Dispatch

This quick attack has good results when it centers on a single enemy.

Empowerer

This advanced technique takes Magic Points and Hit Points from the enemy.

Retort

When Cyan is using Retort he automatically attacks after being hit.

Stunner

This incredible blast of Magic hits the whole attacking party and stops them.

Slash

With the Slash technique Cyan hits enemies and earns Hit Points.

Quadra Slice

The Quadra Slice hits four times with twice the strength of the Quadra Slam.

Quadra Slam

It takes a while to prepare for but this four-slash blast is worth it.

Cleave

This most advanced sword technique hits the entire attacking party for big damage.

Gau

The wild boy of the Veldt left home when he was very young. He now lives and communicates with the animals. If you can manage to get Gau

to join your party, you'll be able to use his abilities to learn the powers of the Veldt animals

Special Skills **Leap / Rage**

When Gau is fighting with your party in the Veldt, he can Leap onto one of the attacking creatures and ride away with it. Gau will reappear in another Veldt encounter with knowledge of the monster's fighting techniques.

Use Leap to make Gau learn the techniques of the monsters.

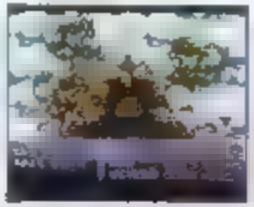
Use Rage to carry out Gau's learned techniques

Rage on the Veldt

Gau leaps onto the back of an attacking monster

In the next encounter, Gau is missing from the party

Gau returns, knowing the enemy's method of attack



Gau's Rage demonstrates his knowledge of enemy attacks.

Learning the Skills of the Monsters

Gau has the unique ability of being able to communicate with ferocious beasts of the Veldt and learning their methods of attack

When Gau uses his Rage skill, he can choose from a long list of enemy skills that he has learned to use. Some are more useful than others.

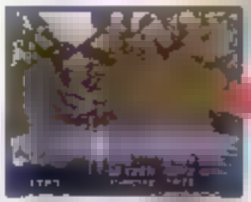
Shadow

The mysterious ninja, Shadow, is a loner. His only friend is his dog, Interceptor. When Shadow joins the party, he brings

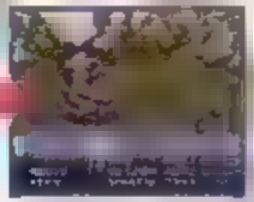
with him the ability to throw objects with accuracy.

Special Skills: Throw

Shadow's throwing skills allow him to hit enemies with no danger to himself. Some village shops sell Weapons that the ninja can aim at enemy attackers. They have varying strengths and properties.



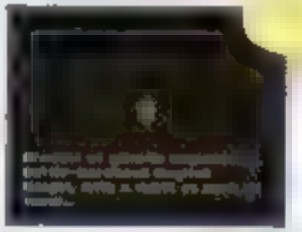
Shadow can throw a variety of items designed with that purpose in mind.



A direct hit can make a big impression on enemy attackers.

Celes

At one time, Celes was a General of the evil army. She has since been disillusioned by the army and has decided to join the resistance. She has command over Runic Blade which absorbs enemy spells.



Special Skills: Runic

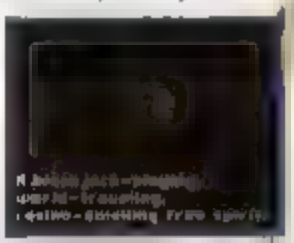
Celes has the power of Runic which, when cast, makes all enemy spells target her. She can absorb the spells without causing much damage to her or the other members of the party.

Use Runic to thwart enemy magic users.

Spells will target Celes and fizzle out, giving her MPs.

Setzer

The rich owner of the only Airship in the world likes to fly and he likes to gamble, too. When Setzer joins your party, you'll be able to use his Airship to travel to remote parts of the world. You'll also gain a worthy fighting partner.



Special Skills	Slot

Setzer's Slot attack is a bit of a gamble. When he uses it, the wheels of a slot machine appear and start spinning. The results of the spin determine the nature of the attack.

Setzer has access to the strongest and powerful Slot attack.

If you're lucky, the attack will result in a big win.

Setzer's - Slots -

The effect of the Slot command depends on where the wheels stop.

7-Flush

All 3 symbols are 7's. Damages the entire enemy party.

Joker Doom

This unfortunate combination brings defeat to both parties.

Lagomorph

Any matching symbols restore some HP. Points and status recovery.

H-Bomb

The Airship drop hits all of the enemies with a strong blast.

Magicite

Three Bars will bring out a randomly chosen Esper for a big attack.

Chocobop

This Chocobo combo calls out a flock of trampling birds.

Mega Flare

The result of this spin is similar to that of the Flare spell.

Flash

When three Diamonds appear, the enemies receive a blast of light.

Special Skills | Relevant Accessory: Coin Toss ➡ GP Rain

When Setzer is equipped with the Coin Toss Relic, his Slot command changes to GP Rain. This attack uses gold coins, costing as many coins as points of damage it inflicts.

The Coin Toss relic turns Slot into GP Rain.

Coins apparently rain down on unsuspecting monsters.

Strago

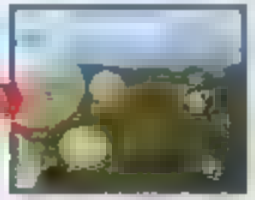
The old man, Strago, is both a passive and powerful Blue Mage He has the ability to learn the spells of some

enemy attackers, but he must feel the effect of those spells before he can use them

Special skill **Lore**

The special skill that Strago brings to your party is Lore When enemies aim their spells at Strago and he is hit, he bounces back with knowledge of the spells after the battle has been won.

The Lore command brings up a list of learned spells.



Strago can use spells that he has experienced first

Aqua Breath
This spell is the special attack of the water elemental

Roulette
The Roulette spell results in an unpredictable attack

Big Guard
Safe and Shell spells are combined with the Big Guard.

Stone
This spell creates a damaging and confusing stone attack

Exploder
This super charged spell results in big damage

Pep Up
This magic cures one character but spells doom for Strago

Aero
The Aero spell emits a blustery blast of wind.

Clean Sweep
Like the Aqua Breath, this is water elemental specialty

Reflect???
The effects of this Reflect spell relate to status changes

Dischord
This spell decreases the enemy's experience level by one half

Rippler
The Rippler spell makes enemies trade status with party members

Revenge
The Revenge spell deals out an equalizing blast

Quasar
The Quasar attack pierces enemy defenses.

Blow Fish
The Blow Fish hits enemies for 1000 points of damage

L.3 Muddle
Characters with levels at a multiple of 3 are confused.

Sour Mouth
This strange spell cures status changes in party members

Force Field
Use the Force Field for a barrier against enemy offenses.

L.4 Flare
Characters with levels at a multiple of 4 are hit with a Flare

Grand Train
The Grand Train rolls through enemy defenses

Step Mine
This spell results in gradual damage to enemy attackers

L.5 Doom
Characters with levels at a multiple of 5 are destroyed.

Condemned
This spell creates a countdown to doom for the enemy

Pearl Wind
When the Pearl Wind blows, party members experience recovery

L? Pearl
The multiple factor is the last digit of your GP total

Relm

The granddaughter of Strago, Relm is a great artist and a friend to Shadow's dog. She can sketch

enemies and attack with their powers through her drawings.

Special Skill **Sketch**

Relm's special skill centers around her artistic abilities. When she sketches an enemy, she learns that enemy's methods of attack. She can also control enemies while wearing the Fake Mustache relic.

The Sketch command allows Relm to attack with the powers of her enemies.

Relm is a living reminder of the power of art

Save Your Progress

It pays to save your progress when you have the chance. Always save immediately before you enter a no save situation.

Explore Thoroughly

There are many hidden items in the World of the game. Get in the habit of touching objects and pressing the A Button to find items.

Adventurer's Advice

Before you begin exploring the World of Final Fantasy III, you should take a look at these helpful tips and live by them when you embark on your adventure.

Buy Potions Galore

In the early parts of your adventure Potions and Terra's limited Heal spell are the only things that will keep your party going.

Losers Prosper

Even if the members of your party are annihilated, they'll still retain their Experience Points. Don't reset the game.

Equip on Party Changes

When characters join your party make sure to take a look at their equipment. They may be in need of Weapons or Armor that you have.

Esper Management

Some Espers give rewards when your characters go up in Experience Levels. Make sure to equip with those Espers before leveling up.

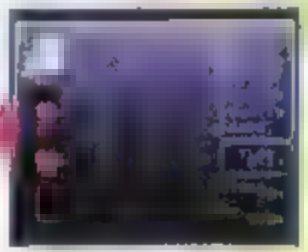
The Story Begins

Two soldiers escort the captured magic user, Terra, on Magitek machines. She is unaware of her magical origins. But, soon she will remember

Magitek machines emit powerful blasts of energy.

When all monsters are defeated you'll earn Experience Points.

The first opportunity to save progress is in this cave.



You can save your progress onto any of three files.

The Boss monster of the first cave is a giant snail.

Aim a Tekmissile on the enemy's head. Don't attack the shell.

Multi-Party Battle

This battle is for the protection of Terra.

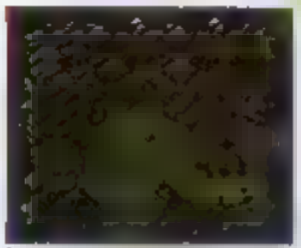
Mog learns the Dusk Requiem Dance in the cave.

You'll find training facilities

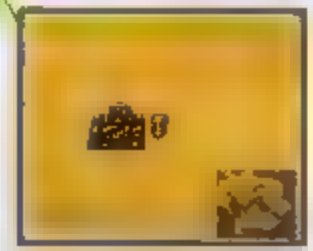
inside, you can save, recover Hit Points and pick up tips.

Figaro Bound

Locke is good friends with Edgar, the King of Figaro. When things go sour in Narshe Locke takes Terra to the safety of Figaro Castle.



Once you're in the field, you can save your progress anywhere.



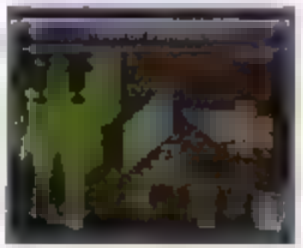
Figaro Castle is in the middle of the desert.

On to South Figaro

The drama between Edgar and the evil Kefka results in the sinking of the Castle in the desert. Edgar, Locke and Terra venture through a cave to South Figaro. In the cave, they find treasures and the refreshing Water of Recovery

In the City

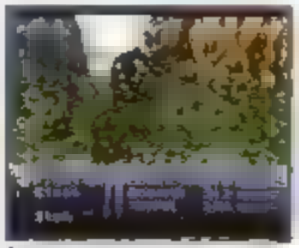
South Figaro is in real danger of being taken over by the evil army. Our adventurers decide to leave and seek assistance in their effort to overtake the army. Before they leave, they should buy Sprint Shoes, Potions and Antidotes.



Mountain Adventure

Edgar's brother is in the mountains. The party meets up with this martial artist and other "Returners." After some drama, they join each other and decide to move on together

Mt. Kolts is a maze of caves.



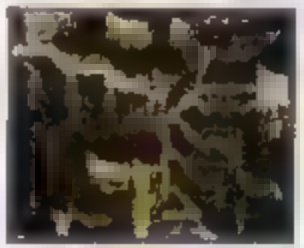
A short fight takes place on the mountain top.

Returner Hideout

The Returner Hideout is the headquarters of the resistance. Terra is the key here. She has to talk to the leader, Banon, and make the decision to join the resistance.

River Ride

The growing party takes a raft on the Lete River. While the party fights, Banon provides everyone with recovery from damage using his Health spell.



The Party Splits Up

After the ride on the river, the story splits up into three different scenarios. You'll eventually play out all three scenarios. The order in which you play them out is your choice.

Locke's Scenario

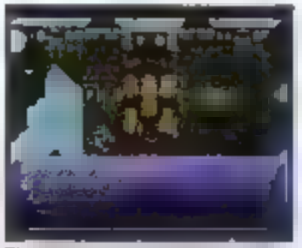
South Figaro has been taken over by the army. It's up to Locke to go into the city and save Celes. He'll achieve his goal by using his ability to steal from attackers. The clothes of a merchant and a soldier will allow him to explore the city.

Locke can gain access to certain areas of the city by stealing and wearing certain clothes.

Celes is hidden away in the city. Locke must find her.

Banon's Scenario

Banon and Terra leave for Narshe to regroup and find out what to do next. Their quest is straightforward and quick. The only challenge is to find a way into the city.



The main entrance to Narshe is blocked off. You'll find another entrance left of the training area.

Follow the star inside the cave to find the way through this open maze.

Sabin's Scenario

Sabin has a long road ahead of him. He will start at the edge of the Lete River and work his way through an enemy camp, several towns and a handful of challenging areas. Along the way he'll meet up with Cyan, Gau and possibly Shadow.

Shadow may or may not join up with Sabin - it's your choice.

When the party boards the Phantom Train, you'll find a save point in the caboose.

The Phantom Forest is a challenging maze.

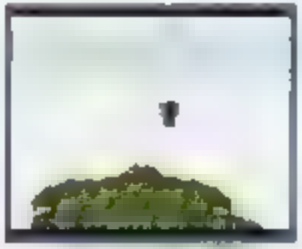
Cyan joins when his castle is poisoned by Kefka.

Ghosts on the train fight, sell items and sometimes offer to join you on your journey.

The engine of the Phantom Train is strong, but your party will win in the end.

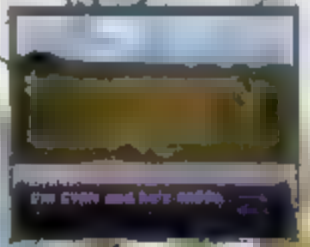
Baren Falls

Sabin's odyssey leads to Baren Falls, where he and Cyan go over the edge. The fall is long and dangerous. The pair even end up fighting enemies on their way down, all in the name of adventure



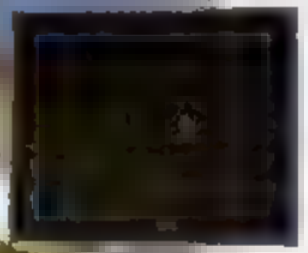
The Veldt

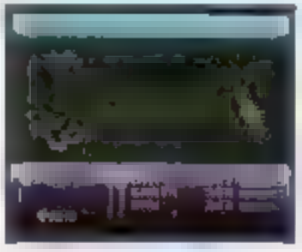
When Sabin [illegible] reach the [illegible] river. Here they [illegible] boy, Gau[illegible] they'll be [illegible] giving him food. Gau knows where Sabin and Cyan find a mask that will allow them to breathe under water and continue their adventure to Narshe



Serpent Trench

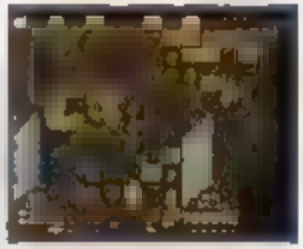
The Serpent Trench is an enemy-packed, fast-flowing river. The party follows the river and makes a few turns to reach safety in the port town of Nikeah.





Nikeah

After the members of the party buy items, relics, armor and weapons, they go aboard a vessel and take off for Narshe where they will meet up with the other members of the resistance.



The Adventurers Regroup

Now that all of the adventurers are back together, they can decide how they will proceed. The first thing to do is be victorious in a decisive battle, then listen carefully to the clues.

Good Luck!

Final Fantasy® III Accessories

NINTENDO PLAYER'S GUIDE

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FINAL FANTASY III

1. Narshe
2. Figaro Castle
3. Cave of Figaro
4. Town of South Figaro
5. Sabin's Cabin
6. Mt. Kolts
7. Returners' Hideout
8. House in the Veldt
9. Imperial Base
10. Castle of Doma
11. Phantom Forest
12. Baren Falls
13. The Veldt
14. Mobliz
15. Crescent Mountain
16. Nikeah
17. Kohlingen
18. Jidoor
19. Zozo
20. Opera House
21. Albrook
22. Tzen
23. Maranda
24. Vector
25. Sealed Gate
26. Esperville
27. Thamasa
28. Gathering Place of the Espers

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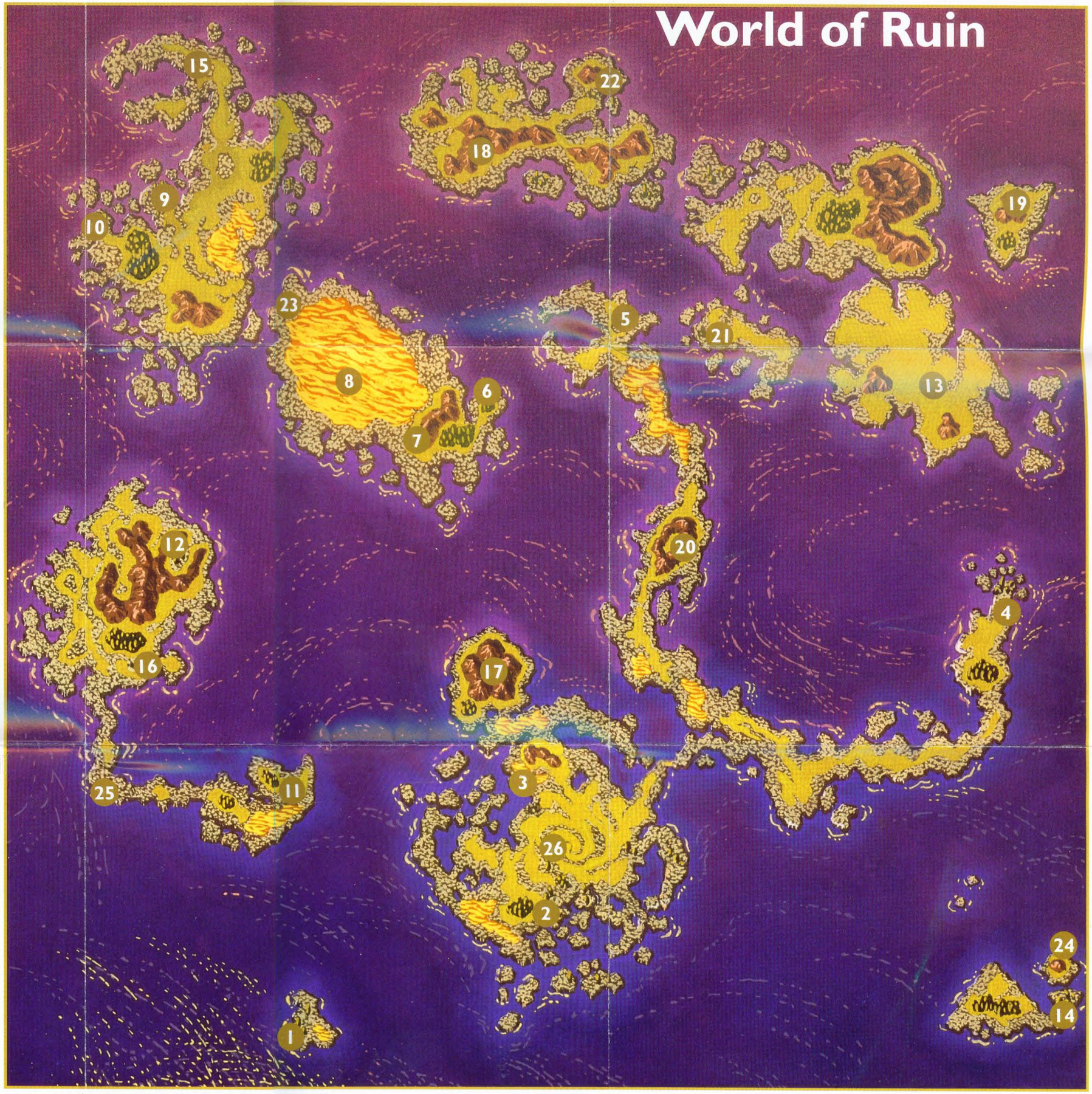
World of Ruin

1. The Solitary Island
2. Albrook
3. Tzen
4. Mobliz
5. Nikeah
6. South Figaro
7. Cave of Figaro
8. Figaro Castle
9. Kohlingen
10. Darill's Tomb
11. Maranda
12. Zozo
13. Cave in the Veldt
14. Thamasa
15. Colosseum
16. Jidoor
17. Phoenix Cave
18. Narshe
19. Triangle Island
20. Fanatics' Tower
21. Doma Castle
22. Duncan's House
23. The Ancient Castle
24. Eboshi Rock
25. Opera House
26. Kefka's Tower



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